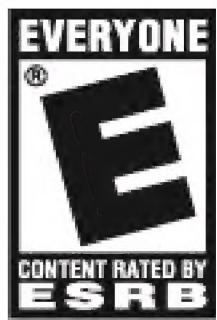


LUMINOS™

ELECTRONIC SYMPHONY





WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received,
including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

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FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

BASIC CONTROLS

Rotate block
counter-clockwise

L

Rotate block clockwise

R

Move active block



Move active block



Access the
LiveArea™

START

Pause

Rotate block
counter-clockwise

Rotate block
counter-clockwise

Rotate block
clockwise

Rotate block
clockwise

GAME CONTROLS

Directional buttons: Move the active block left or right, or press and hold down to rapidly drop the block.

Left stick: Move the active block left or right, or press and hold down to rapidly drop the block.

 L Rotate block counter-clockwise.

 R Rotate block clockwise.

 A or  B Rotate block counter-clockwise.

 X or  O Rotate block clockwise.



Move the active block left or right, or pull down to rapidly drop the block.

Tap the left side of the screen to rotate the block counter-clockwise.

Tap the right side of the screen to rotate the block clockwise.

Tap the avatar in the lower-left corner of the screen to activate the Avatar Ability.



Tap repeatedly to recharge Avatar Ability.



Pause the game.



Access the LiveArea™.

INTRODUCTION

LUMINES IS BACK, and better than ever! What you hold in your hands is puzzle nirvana; the ultimate combination of addictive puzzle mechanics, stunning visuals, and an electrifying soundtrack. Everything you will discover in this game will take you on a journey of endless hours of high-energy gaming excitement. WATCH as beautiful high-definition 3D landscapes pulsate with fireworks and effects and transform before your very eyes. LISTEN as your every action is synchronized to an all-star soundtrack. TOUCH every part of your PlayStation®Vita handheld entertainment system and discover new techniques, new strategies, and new ways to play your favorite puzzle game!

THE GAME

BASIC CONCEPT

In Lumines™ Electronic Symphony, the goal is to survive as long as possible without allowing the blocks to pile up and reach the top of the screen. To achieve this you must constantly clear blocks by creating 2x2 squares using the falling blocks.

BASIC TECHNIQUE

Rotate falling blocks and try to match as many like colors as possible. When you achieve any square combination of like colors, the created blocks will disappear when the Time Line passes.

ADVANCED TECHNIQUES

Any square or rectangular formation of like-colored blocks can be cleared, but you are not restricted to one mass of blocks cleared. If you arrange the blocks in a skillful fashion, you can stack blocks upon blocks in between Time Line passes to clear larger and larger squares or rectangles. Blocks can also be split as they're falling; shave off one half of the falling block by dropping it so that it overhangs a resting block. Using techniques like these, you can clear one block, and as blocks from above fall down, they may form additional cleared blocks. This is called a "chain."

Creating big chains is the best way to score Ultra Bonuses and earn high scores. Advanced play also speeds up your progress through each skin's

transformations. If you carefully arrange the falling blocks to connect long segments of like colors – without erasing any blocks – you can trigger a large chain reaction using the game's Chain Block.

CHAIN BLOCK

This is the LUMINES player's secret weapon. A Chain Block will eliminate all like-colored blocks directly connected to it, with the exception of blocks that are only connected diagonally. By purposefully creating long connected layers of blocks, without clearing any, this provides you with a chance to erase a huge number of blocks, providing you have generated the intended Chain Block color (Note: every LUMINES skin features two block colors; the Chain Block is randomly generated based on one of the two colors.) Be careful, though. If you

overcommit too much space by piling up blocks arranged for a huge combo (say, orange and white blocks) designed around clearing as many orange blocks as you can, the game may generate a white Chain Block, which might not be any help at all.

There are a couple of ways to earn a Chain Block: The first is simply by playing the game. As you clear blocks and successfully complete combos, your Avatar Meter will fill up. When the Avatar Meter is full, you can tap the icon to summon a Chain Block of one of two colors. Alternately, you can also drum your fingers on the rear touch pad to assist in filling up your Avatar Meter. Chain Blocks are also randomly generated.

SHUFFLE BLOCK

The Shuffle Block is a new feature designed to add

a challenge to LUMINES for both newcomers and veterans of the series. As the name implies, the Shuffle Block will randomize all of the blocks of any block cluster it lands on. It is not an inherently damaging or helpful block. It is truly neutral and can both help and hinder your progress. If you use the Shuffle Block strategically it may help you in tough situations.

For example: If you're arranging a big chained combo and have carefully arranged all your blocks, the appearance of a Shuffle Block could seriously disrupt your plans. In this case, moving the Shuffle Block to an open space or a smaller, isolated block cluster can minimize the Shuffle Block's effect. But let's say you've reached a point in the game where your blocks are piled too high and you're close to a game-over situation. A Shuffle Block could possibly

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rearrange your block cluster, randomly create a few combos, and give you some unexpected breathing room. Skillful use is important when using the powerful Shuffle Block!

Note: Both Chain Blocks and Shuffle Blocks will only affect the direct block cluster they come into contact with. If you have multiple, broken block islands at the bottom of the screen, separated by empty spaces, you'll only affect whichever cluster you land on.

EXPERIENCE (XP) SYSTEM

Everything you do in Lumines Electronic Symphony rewards you with varying amounts of experience points (XP). You'll earn experience points based on how much you play and what you achieve. The more XP you earn, the higher your level will rise. The

higher your level, the more easily recognized as a LUMINES master you'll be. Compare your progress to other LUMINES players to see how you stack up!

Additionally, as your XP level increases, so does your access to the game's unlockable rewards. Unlockable skins and avatars are waiting to be discovered by dedicated LUMINES players! Can you collect them all?

AVATARS

Lumines Electronic Symphony features 41 different Avatars and 10 different Avatar Abilities. For example, one Avatar Ability is the power to generate a Chain Block at will. This can come in very handy for obvious reasons. You are free to select any Avatar you've unlocked. Strategic use of the Avatar Abilities will allow you to progress further into

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LUMINES, while racking up higher scores than ever. Experiment with them all!

Simply touch the Avatar on the bottom-left corner of the screen to activate the Avatar Ability. Once an Avatar Ability has been activated it cannot be used again until the Avatar meter has been recharged. The Avatar will recharge automatically over time, as well as based on your performance – the more bonuses you get the faster it will recharge. You can

also speed up the recharge meter by tapping on the rear touch pad.

Avatars can be set in the Collection Room.

COLLECTION ROOM

View all of the Skins and Avatars that you have unlocked or received as gifts. You can also set your Avatar and send gifts from here.

SENDING AND RECEIVING GIFTS

You can send any unlocked Avatars and Skins as Gifts to other players. You can also receive Avatars and Skins that you have not yet unlocked from other players! Send Gifts from the Collection Room, and receive Gifts from the Gift Box. You must be connected to PlayStation®Network in order to exchange Gifts.

PlayStation®Network

When signed in to PlayStation®Network, the Main Menu will display information such as your current score and Level. This information will be updated automatically as long as you are signed in. Ranking information, Friend information, and World Block information will not be updated if you are not signed in.

RANKINGS

View World and Friend rankings for all modes. Rankings can be sorted by Daily, Weekly, or All-Time categories.

PLAY HISTORY

View various statistics such as your high score in all modes, Duel wins/losses, number of Skins and Avatars unlocked, and overall game completion.

GAME MODES

VOYAGE

Experience Lumines Electronic Symphony the way it was meant to be enjoyed. We invite you to take a trip through a lavishly designed, ever-changing world of eye-popping visuals set to a majestic

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soundtrack spanning the vast history of electronic music. Enjoy the exhilaration of adding to the aural experience with each button press, touchscreen tap, and Avatar activation. Create huge combos to trigger an on-screen explosion of special effects and earn the rare Ultra Bonus! Remember, the whole point of the journey is not to arrive. It's the journey itself that matters.

PLAYLIST

In Playlist, you can be the DJ and arrange any skins you've unlocked in any order you wish. Just want to play the same skin over and over again? Go for it! Want to tailor the song arrangement to your own mood and style? Do it. Create and save your own diverse playlist to suit your taste. Or, if you prefer,

simply let the game pick the skins for you. Select the Random option and let the game randomize from five, 10, 20, or all of the skins you've unlocked.

DUEL

It's more fun with friends! Compete against your friends in Duel mode. Create combos and chains faster than your opponent to slowly nudge him off the screen. The bigger the combo the more screen space you'll command, and the harder it will be for your opponent to battle his way out. It's one thing to master the single-player game, but can you take on live competition?

Each Avatar has a Duel-specific ability. Use these abilities in a timely manner and turn the tables on your opponent.

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Note: Each player must have a copy of the game in order to play Duel mode.

MASTER

Only the strongest will survive in this fast paced, high intensity, tournament-level mode designed for master LUMINES players. See how long you can survive in five increasingly intense, non-stop stages designed to test the reflexes and skills of LUMINES masters everywhere. Can you make your way to the final stage?

Note: Avatars are not available in this mode.

STOPWATCH

Race against the clock and score as high as you can in a predetermined amount of time. Do you have what it takes to compete against a legion of

swift-fingered LUMINES players? Create as many combos and chained combos as you can in the allotted time, while utilizing other techniques to help amplify your score. Battle your way to the top of the global rankings!

Note: Avatars are not available in this mode.

WORLD BLOCK

Join the International LUMINES community and contribute to a global goal designed to reward dedicated players for their efforts. Every LUMINES player who contributes to achieving the community goal will receive bonus XP. All you have to do is play!

Generally speaking, the World Block is a formidable, fixed amount of squares. The goal is for players all around the world to work together to erase

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the World Block within each day (24 hours). Each player's contribution is based on the number of squares they erase each day, in any of the game modes. The information is accessible from the Main Menu and is automatically uploaded via PlayStation®Network.

To confirm your contribution, select World Block from the Main Menu. Please note that you will only

be rewarded on the same day you submit your erased-square data. If you submit your data without checking for confirmation within the same day you will not receive any rewards. The best way to ensure you are rewarded for your contribution is to play during the day, submit your results, and check the World Block menu for confirmation at the end of the day.

For more information on this game,

please visit

Ubi.com

Software licensed for play on PlayStation®Vita systems in the Americas.

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www.us.playstation.com/support/useragreements.

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